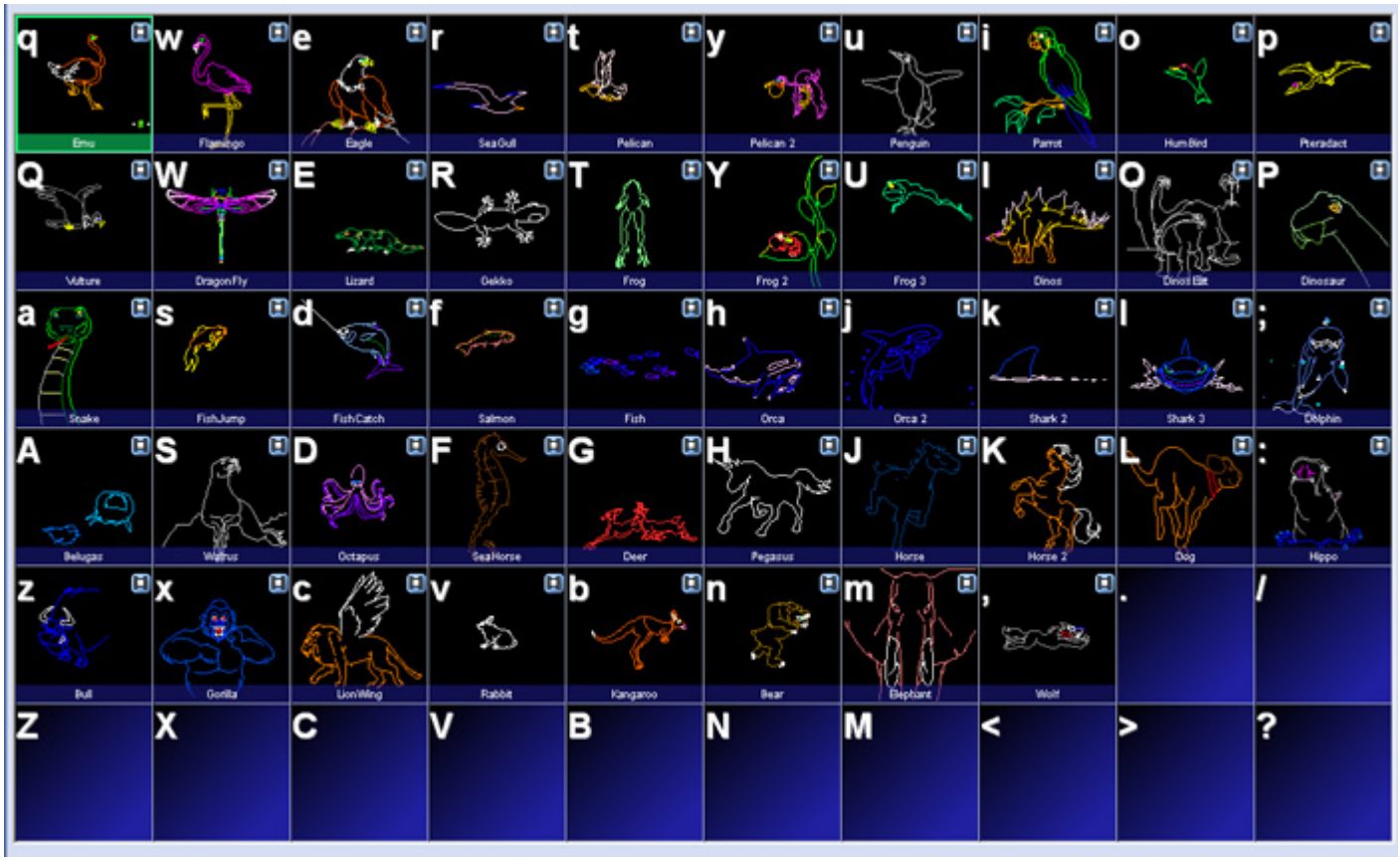
Cue Grid

QuickShow includes an extensive cue grid. There are 10 columns by 6 rows for a total of 60 cues visible on the screen at one time.

In addition to the 60 cues, QuickShow allows for you to organize up to 32 pages of cues. In all, nearly 2000 cues can be loaded into the QuickShow workspace!



Keyboard access

You can access cues by clicking on them with a mouse (or touch screen), or by using the alphabetic keys on the computer keyboard. The printed letter in the upper left hand corner of each cue cell indicates which computer key will trigger that cue.

Note that since there are six rows, it means that some of the cues are accessed using unshifted keys (**a, s, d, f,** etc.) and others are accessed using shifted keys (**A, S, D, F,** etc.).

Page tabs

On the top of the cue grid, you will see tabs. These tabs allow you to access the Pages in QuickShow.



To change pages in QuickShow, just click on the page tab with the mouse.

You can assign F-Keys on the computer keyboard to pages, so that pages can be quickly accessed by pressing F-keys on the computer keyboard. You can also change the name of each page. Both F-key assignments and naming of the pages can be done using the Page menu, or by right-clicking on a Page tab.

Categories

On the top of the cue grid, just above the Page tabs, you will see a number of Category buttons.



Categories help to organize the work space and only show the most relevant tabs. For example, if you are only looking for Graphic-related imagery, you can click on the Graphics category, and only those Pages and Cues related to graphics will be shown. To add, change or rename categories, just right-click in the Categories section.

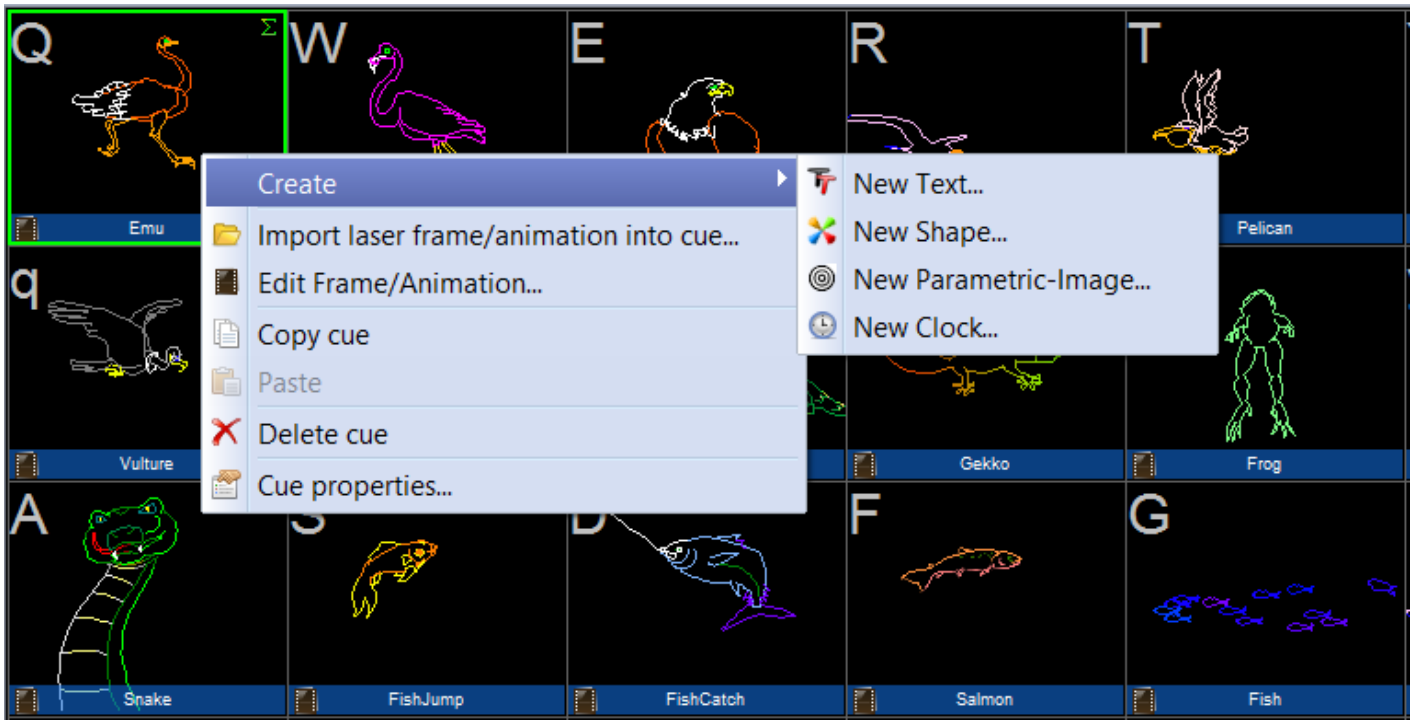
Types of cues

Each cue can contain a Frame (or animation), Text, Shape (abstract), Timeline-based show, Beam sequence, Clock, DMX sequence, Synthesized image, a Sequence of other cues, or a Capture (many other cues triggered simultaneously). In the lower left corner of each cue, you will see an icon. The icon indicates what the cue contains. Below you will see a list of icons and the corresponding type of image.

- Frame/Animation
- QuickText or Advanced Text
- QuickShape or Advanced Shape (Abstract)
- Timeline-based show
- QuickBeams
- Advanced Clock
- QuickDMX
- Synthesized Image
- Sequence (chain) of cues
- Capture

Creating new content or editing existing content within a cue

You can create new content, or edit the existing content in any cue by right-clicking on the cue and selecting either “Create” or “Edit”.



Right-clicking on the cue also allows you to copy the content of a cue onto the Windows clipboard, where they can then be pasted into other pages.

Previewing contents of each Cue

You can preview the contents of each cue by simply hovering the mouse pointer over a cue. This will give you an accurate representation of what the cue does.

See Also

- Main Control Window
- Controlling cues during playback
- Live Control tab
- Keyboard Equivalents

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